HesWare™

M-ss-ng L-nks
Classics, Old and New

SUNBURST EDUCATION

C-N Y-- R--D TH-S?

Solve puzzles like the one above with M-ss-ng L-nks. You will find challenge in using structural clues to decipher passages from literary classics. Try to reconstruct the original passage by filling in the missing letters one by one in as few guesses as possible.

Choose from among 81 passages from classics on the following topics: the sea, unreal worlds, humor, food, sounds, memories of childhood, limericks, mysteries, and the human condition. Each passage can be presented in any one of nine formats of increasing difficulty levels. In each format, a different group of letters is missing from the passage.

With the M-ss-ng L-nks program, you can challenge your memory, use context clues, and think about and play with language at a variety of levels. You can develop a sense of an author's style and a sense of continuity. At the expert levels, you will puzzle over the varieties of prose styles and the subtleties of word choice as you decipher passages with as few clues as possible.

M-ss-ng L-nks is a perfect game for the whole family to play and an ideal introduction to great literature for your children. Challenge your family and friends to match their skills against yours, or team up to unravel the mystery together.

GETTING STARTED

For the Commodore 64:

1. Turn on the power to the disk drive, the television or monitor, and the computer.
2. Open the disk drive door and insert the M-ss-ng L-nks diskette with the exposed oval "window" inserted first and the label up.
3. Close the disk drive door.
4. Type **LOAD"*",8** and press RETURN.
5. When you see the READY prompt, type **RUN** and press RETURN.
6. The HesWare logo will appear, followed by a question asking if you would like to adjust the color. Answer Y or N and press RETURN.

When you are finished for the day, remove the diskette from the disk drive before turning off the power.

For Atari computers:

1. Turn on the television or monitor.
2. The disk drive must be turned on before the computer. Turn on the disk drive and two lights will come on. After about ten seconds, the BUSY light should go off.
3. Open the disk drive door and insert the diskette with the exposed oval window inserted first and the label up.
4. Close the door on the disk drive.
5. Turn on the Atari computer. Make sure the Atari BASIC cartridge has been inserted.
6. The HesWare logo will appear, followed by the title page.

When you are finished for the day, remove the diskette from the drive before turning off the power.

HERE'S HOW M-SS-NG L-NKS WORKS

At the beginning of M-ss-ng L-nks, a printed message will tell you a little about this program—and then ask if you want to see the instructions.

If you first choose to skip the instructions, you'll be asked to set up your first M-ss-ng L-nks puzzle on the spot—by making several choices. You can choose:

- the number of players
- the subject matter
- one of nine books on that subject
- one of nine formats

Format means a special way of printing the passage. You'll see samples of all nine formats printed like this:

a. Wh-ch f-rm-t d- y-- w-nt?
b. W-i-h -o-m-t -o -o- w-n-?
c. W---- f----- d- y-- w---?
d. Which ------ do --- want?
e. --i-- -o--a- -o -ou -a--?
f. ----h -----t -o --u ---t?
g. Which ------ -- --- ----?
h. ----- ------ -- --- ----?
i. (no clues)

Next, you choose the number of tries you get to fill in each missing letter. Give yourself from one to five tries. When you run out of tries, the program will fill in the empty space for you.

If two are playing, you'll also decide how many tries each player gets per turn—from three to fifteen.

Once you've made your choices, the game carries you along.

Look at the beginning of the passage on the screen. In the first empty space, the cursor (a small square) appears. On your keyboard, press the letter you think belongs in that empty space.

If you guess the wrong letter, it will appear at the bottom of the screen. Then, try again until you run out of the tries you've given yourself.

If you choose the right letter, the cursor will move to the next empty space.

Two typing tips:

- When pressing a letter key, press lightly and quickly. If you press too hard or long, the letter may repeat itself.
- When you want to fill in a capital letter, be sure to press SHIFT when you type that letter in.

Moving the cursor around

You may want to move the cursor inside the passage for various reasons. For instance, you may want to skip hard blank spaces first and come back to them later, or find the easiest ones to fill in first.

- If you have a Commodore 64:

  Press CRSR ← key to move the cursor LEFT.
  Press CRSR → key to move the cursor RIGHT.
  Press CRSR ↑ key to move the cursor UP.
  Press CRSR ↓ key to move the cursor DOWN.
  Press the f1 key to move the cursor to the first blank in the passage.
  Press the f5 key to move the cursor to the last blank in the passage.

- If you have an Atari:

  Press ← to move the cursor LEFT.
  Press → to move the cursor RIGHT.
  Press ↑ to move the cursor UP.
  Press ↓ to move the cursor DOWN.
  Press START to move the cursor to the first blank in the passage.
  Press SELECT to move the cursor to the last blank in the passage.

How the game is scored

To get your score, the program uses a formula which counts:

- the number of wrong guesses you make in the game
- the number of times you guess right on your first try
- the number of letters the program fills in for you

How to check your score

You may want to check your score during the game. Here's how you do it:

- If you have a Commodore 64, press the f3 key.
- If you have an Atari, press OPTION.

How to end the game

If you want to stop the game at any point, here's how:

- If you have a Commodore 64, press CTRL E (hold the CTRL key and press the E key). You'll have the choice of stopping altogether, or playing again.
- If you have an Atari, press ESC or Control E (hold the Control key and press the E key). You'll have the choice of stopping altogether, or playing again.

The nine formats—a closer look

The nine formats are arranged with the easiest first and the most difficult last. It's suggested that you try format A first, as a way of getting to know the game.

Format A - Leaves out the vowels A, E, I, O, U, and most of the time, Y.

Format B - Prints every other letter.

Format C - Prints the first letter in each word.

Format D - Prints every other word.

Format E - Prints only the vowels A, E, I, O, U, and Y.

Format F - Prints the last letter of each word.

Format G - Prints the first word of each sentence.

Format H - Prints only blanks that show where the letters belong.

Format I - Prints nothing but the title and author at the top of the screen. NOT for beginners!

TIME-SAVING OPTION

The time-saving option allows you to customize the games in advance by selecting the kinds of passages, formats, and playing rules.

1. Press the Control key and type the letter **T** on the Atari OR press the Commodore key (C=) and type the letter **T** on the Commodore 64 when the words "Do you want to see the instructions?" appear on the screen.
2. The screen will list the options in the program. Each one will have the words "Student's choice" after it. (This means the player can choose the book, passage, number of guesses, etc.)
3. At the bottom of the screen, you'll be asked, "Do you want to make any changes?" If so, type **Y** and press RETURN.
4. The screen will present a numbered list of the options you can change. Respond by typing the number of the one you want to change and by pressing RETURN.

5. The screen will show the passages, formats, rules, etc. you can pick. Select one and type the number next to it, and press RETURN.
6. This process will be repeated until you've selected all the options you want to specify. When you have, select "Changes Complete" and press RETURN.
7. On the next screen, type **N** to answer the question "Do you want to make any changes?" and press RETURN.
8. The program might then say, "Please remove the write protect sticker from the edge of the diskette." (The write protect sticker prevents you from changing information on the diskette.) Remove the diskette from the disk drive and peel off the sticker from the edge of the diskette. Then put the diskette into the disk drive again and press RETURN. This will make your changes a built-in part of the program until you use the "Time-Saving Option" to make new changes. Finally, replace the sticker.

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M-ss-ng L-nks was designed by Dr. Judah Schwartz at M.I.T. and Dr. Carol Chomsky at Harvard.

The Atari version was programmed by Jon Kaplan.

The Commodore 64 version was programmed by Eric Grubbs.

M-ss-ng L-nks is appropriate for ages 9 and up. If you enjoyed M-ss-ng L-nks, try these other products in our educational line: Tri-Math, The Factory, The Pond, Turtle Toyland Jr., and Type'N'Write.

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